WHAT IS CLAIMED IS:

1.   An object display method comprising the steps of:

selecting any one of selection table from among a plurality of selection tables of having a plurality of event information that indicate operations of an object;

selecting any one of event information from among the event information of the selection table selected at the step of the selecting the selection table; and

controlling to display the object so as to conduct operations corresponding to the event information selected at the step of selecting the event information.

2.   The object display method according to claim 1, further comprising the step of:

controlling to display the object so as to conduct operations of fastening to be configured respective event information through executing repeatedly the step of selecting the selection table and the step of selecting the event information.

3.   The object display method according to claim 1, further comprising the step of:

conducting at least one of both selection of the selection table and selection of the event information by use of random numbers.

4.   The object display method according to claim 1, further comprising the step of:

controlling to display the object so as to conduct operations corresponding to the event information on the basis of the parameter concerning the object.

5.   The object display method according to claim 4, further comprising the steps of:

recognizing a voice; and

controlling to display the object on the basis of changed parameter, after changing the parameter depending on the voice recognized at the voice recognition step.

6.   The object display method according to claim 5, further comprising the step of:

varying change-amount of the parameter depending on voice-volume of the voice recognized at the voice recognition step.

7.   The object display method according to claim 5, further comprising the step of:

a step for controlling to display the object so as to conduct operations corresponding to the voice recognized at the voice recognition step on the occasion that the voice is recognized at the voice recognition step in preference to the selected event information.

8.   The object display method according to claim 1, wherein
the plurality of selection tables have a plurality of event
information that indicate battle operations of plurality of
5 game characters.

9.   An object display program to be executed on a computer,
comprising:

a step for selecting any one of selection table from
10 a plurality of selection tables of having a plurality of event
information that indicate operations of an object;

a step for selecting any one of event information from
the event information of the selection table selected at the
selection step of the selection table; and

15   a step for controlling to display the object so as to
conduct operations corresponding to the event information
selected at the selection step of the event information.

10.   A computer-readable recording medium having recorded
20 therein an object display program to be executed on a computer,
the object display program comprising:

a step for selecting any one of selection table from
among a plurality of selection tables of having a plurality
of event information that indicate operations of an object;

25   a step for selecting any one of event information from
among the event information of the selection table selected

at the selection step of the selection table; and

a step for controlling to display the object so as to conduct operations corresponding to the event information selected at the selection step of the event information.

11.   The computer-readable recording medium having recorded therein an object display program according to claim 10, the object display program further comprising:

a step for controlling to display the object so as to conduct operations of fastening to be configured respective event information through executing repeatedly the selection step of the selection table and the selection step of the event information.

12.   The computer-readable recording medium having recorded therein the object display program according to claim 10, the object display program further comprising:

a step for conducting at least one of both selection of the selection table and selection of the event information by use of random numbers.

13.   The computer-readable recording medium having recorded therein the object display program according to claim 10, the object display program further comprising:

a step for controlling to display the object so as to conduct operations corresponding to the event information on

the basis of the parameter concerning the object.

14. The computer-readable recording medium having recorded therein an object display program according to claim
13, the object display program further comprising:

a step for recognizing a voice; and

a step for controlling to display the object on the basis of changed parameter, after changing the parameter depending on the voice recognized at the voice recognition step.

15. The computer-readable recording medium having recorded therein the object display program according to claim 14, the object display program further comprising:

a step for varying change-amount of the parameter depending on voice-volume of the voice recognized at the voice recognition step.

16. The computer-readable recording medium having recorded therein the object display program according to claim 14, the object display program further comprising:

a step for controlling to display the object so as to conduct operations corresponding to the voice recognized at the voice recognition step on the occasion that the voice is recognized at the voice recognition step in preference to the selected event information.

17.   The computer-readable recording medium having recorded therein the object display program according to claim 10, wherein the plurality of selection tables have a plurality of event information that indicate battle operations of plurality of game characters.

18.   A program execution apparatus for executing an object display program, the object display program, comprising:

a step for selecting any one of selection table from among a plurality of selection tables of having a plurality of event information that indicate operations of an object;

a step for selecting any one of event information from among the event information of the selection table selected at the selection step of the selection table; and

a step for controlling to display the object so as to conduct operations corresponding to the event information selected at the selection step of the event information.

19.   The program execution apparatus for executing the object display program according to claim 18, the object display program, further comprising:

a step for controlling to display the object so as to conduct operations of fastening to be configured respective event information through executing repeatedly the selection step of the selection table and the selection step of the event information.

20.   The program execution apparatus for executing the object display program according to claim 18, the object display program, further comprising:

5   a step for conducting at least one of both selection of the selection table and selection of the event information by use of random numbers.

21.   The program execution apparatus for executing the 10 object display program according to claim 18, the object display program, further comprising:

a step for controlling to display the object so as to conduct operations corresponding to the event information on the basis of the parameter concerning the object.

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22.   The program execution apparatus for executing the object display program according to claim 21, the object display program, further comprising:

a step for recognizing a voice; and

20   a step for controlling to display the object on the basis of changed parameter, after changing the parameter depending on the voice recognized at the voice recognition step.

23.   The program execution apparatus for executing the 25 object display program according to claim 22, the object display program, further comprising:

a step for varying change-amount of the parameter depending on voice-volume of the voice recognized at the voice recognition step.

5   24.   The program execution apparatus for executing the object display program according to claim 22, the object display program, further comprising:

a step for controlling to display the object so as to conduct operations corresponding to the voice recognized at
10   the voice recognition step on the occasion that the voice is recognized at the voice recognition step in preference to the selected event information.

25.   The program execution apparatus for executing the object display program according to claim 18, wherein the
15   plurality of selection tables have a plurality of event information that indicate battle operations of plurality of game characters.

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